Josh's Guide to Universe 7 and Beyond

My collection of my world building and additions to D&DBZ

DM Tips

Game Tiers

Tier 1 (DBZ)

These games use the standard Dungeons and Dragons 5e system as written in the base manual (plus Spirit Control in Jumpforce). All races, transformations in this system are balanced among themselves and sport an exagerated average level of power over traditional DND.

Tier 2 (Jumpforce: no subraces or Optional Racial Features)

Opening your game to the greater multiverse doesn't have to change your power scaling very much just be aware of the expanded versatility added to the game. With the exception of the Ōtsutsuki and their Unique Dojutsu mechanics, all races fit nicely in the base D&DBZ ruleset.

Tips I recommend to balance this change in power for tiers higher than 2:

- Increase enemy health and number of reactions
- Increase base ACs
- More enemies instead of singular super bosses

Tier 3 (Jumpforce: subraces OR optional racial features)

I would technically consider using both to be this tier IF you take out the Heroic Awakening Feat

Here you have your next leap in power, adding subraces and subrace functionality to the jumpforce races allows you to really start getting extremely high levels of ability and damage output. This, barring noticable exceptions like Dojutsu or Haki, will not result in the players being any harder to kill.

Tier 4 (Everything)

You've gone and done it haven't you? You wanted to go full swing anime once you started reading other stuff I made. Honestly while I believe on it's own the sheer versatility and scale of the expansion is fine, once you start making combinations of EVERYTHING balancing became a thing of the past for me. I knew that everything scaled horizontally well to me but the combonation ideas can be insane. I have no tips for you except that your players will later on have the CAPABILITY for massive power feats, you however decide how much they can sink into these combonations as having multiple large scaling abilities it would take dedicated Training Arcs to get all abilities they may want.

All Links

- Dungeons and Dragon Balls 5e
- Jumpforce Expansion
    - Re:Monster Race Expansion
- Dragon Ball Z Foe Compendium
    - These fights were designed to scale as if the fights happened in game, for example start of Z goku and piccolo would be level 3 pcs with training arcs in the past so Raditz was built to be fought by two level 3-4 characters. For larger parties increase HP and AC as you see fit.

Balance

It's can be hard sometimes really challenging your team if they are so unbelievebly powerful at maximum output, my biggest tip is that Stamina can be the MOST important stat outside of HP and that they only refill that completly on a LONG rest. Raise the stakes by drawing out the day with multiple encounters so they will have to occasional ration out their power output or burn themselves out.

For a more traditional and noncopyrighted (though still amazing) 5e anime experience I highly recommend checking out "Anime 5e" by JAPANIME GAMES.

Other

For anyone interested in suggestions or recommendations to add to the system, you are free to message me through the Dungeons and Dragon Balls 5e Facebook Page or Reddit Page.

Optional rules

Crunchy crits

Whenever you land a critical hit, instead of rolling double the damage die or doubling the total roll I personally like to roll damage as normal and then add the maximum possible damage from the attack.

Example: critical 2d6 = 2d6+12

One D&D Duel Wielding

"When you take the Attack action and attack with a light melee weapon that you're holding in one hand, you can mak an additional attack with a different light melee weapon that you're holding in the other hand at the end of that attack action. You don't add your ability modifier to the damage of the bonus attack, unless that modifier is negative. If either weapon has the thrown property, you can throw the weapon, instead of making a melee attack with it."

The Dragon World

Also known as Earth, the Dragon World is a vibrant, colorful planet filled with a wide array of life-forms, human or otherwise.

World Government

The Earth as a whole is a Dog-man lead Monarchy that, while unorthodox roughly translate to an overall peaceful Planet. There are still crimes and criminals in the world but as the entire world is under the King there is no war outside of Insurgent Groups like the Red Ribbon Army.

High-ranking members of the Military may have up to 2 levels in a class with ki but are otherwise unextraordinary.

Red Ribbon Army

A large insurgent group determined to overthrow the World Government and assume control of the Planet. The "Red Ribbon Pharmaceutical Company", as they are known to the public, is one of the wealthiest private companies in the world. Led by General Red they dabble in everything from medications to weapon production to recive their funds. The Red Ribbon Army has superior fire power but inferior numbers to the World Goverment, with their strongest generals and androids (without alien intervention) having up to 4 class levels.

Threats of Earth

The humans of earth without the ability to use ki are usually left behind in power, to compensate for this weakness. Both the world government and red ribbon army have access to about the same level of weapons and robotics.

The Pilaf Squad

A small group of upstarts that wish to find the dragon balls and wish for world domination. Led by Emperor Pilaf, a master mechanic and melodramatic super villan. Pilaf isn't necessarily evil and he has no actual plans beyond his wish, he truly only wishes to be at the top of the world.

Due to Pilaf's craftsman ship any Pilaf Squad constructs have their HP increased by 50% and base stats are increased by 2.

Baba's Palace

Fortuneteller Baba is the sister of the Turtle Hermit, Roshi. Born with the ability to commune with the other side and cast magic she used these abilities to pay for the rearing of herself and her younger brother. Eventually Baba would settle into her own as a massively successful fortuneteller in the desert. Baba has been able to be used as a messenger between the Earth and the Other World and has hosted tournaments between spirits and mortals in the past.

Crane School

Shin the mighty, trained by Mutaito alongside Muten Roshi, created the Crane school after the death of Mutaito during the capturing of Demon King Piccolo believing that none on the planet other than piccolo could ever match him.

The Crane school is about speed, deadly efficiency,and the use of augmenting the body through Ki for superhuman feats and flight.

Turtle School

Muten Roshi, after the death of his master, knew that he had much to learn if he were to stop a threat like Piccolo without his master to help him and found Korin to teach him further. After many years alongside the ferocious feline he believed there was nothing more to learn there and traveled the world to grow before settling on Kame Island to enjoy his life, waiting for the day where he may need to give his life for his planet.

The Turtle school teaches inner growth, training the body and mind through life, love, and dedication. The turtle school focuses on mastering the basics to such a degree that it becomes who you are. The martial arts are just that, art.

Korin, Guardian of the Promised Lands

There is a land on the northern end of the great desert that house's Fortuneteller Baba that is exploding with natural wonders and even golden animals. In the center of this land lies a thin tower that goes beyond the clouds with a tribe of Native Humans protecting the lands. Those that are labeled as "Righteous" by these people are allowed to make the climb up the tower.

The climb up the tower is incredibly difficult on the body. Characters make 6 athletic checks with a DC of 15. On a failure they fall or they may take a rank of exhaustion to immedietly try again.

Upon reaching the top and meeting Korin they are told about the Sacred Water that will empower them if they drink it. Korin will however not speak to them if they did not climb up the tower and must attempt to catch him then and there, getting tossed from the tower into a nearby lake below.

After drinking the Sacred Water the character gains 1 training boon as the sacred water is nothing but water designed to heal your body, as the climb and capturing of Korin are training itself. Korin does have actual sacred water that can give you 1 training boon when drunk that is saved for emergencies. You may not benefit from this more than once.

Kami's Lookout

High above Korin's tower is the Lookout, where the guardian of Earth and creator of the Dragon Balls lives. Kami oversee's the Earth alongside his attendant Popo. Though he rarely involves himself in issues directly he has been known to train exceptional warriors so that THEY can protect the Earth in his place.

The lookout also has a Time Chamber capable of experiencing 1 year in a day.

Demon King Piccolo

Katas was a Namekian scientiest that foresaw a great extinction event on the planet Namek and sent to Earth to survive. This Nameless Namekian, later referred to as Piccolo (or mistakenly "Kamiccolo") is a Namekian, and the son of Katas. He was originally one being until he separated the evil out of his body, becoming Kami and removing King Piccolo from his soul.

King Piccolo wanted to rule the world and capture Kami, as he can not kill him without it ending his own life. Many years passed and he was sealed in his old age by Mutaito.

Whenever King Piccolo is released he creates mutated spawn to fight for him and if he reaches zero HP while he has his reaction he spits out an Egg of Reincarnation that grows into Ma Junior who retains all of Demon King Piccolo's memories but is his own person.

Capsule Corp

Capsule Corporation is a company founded in Age 712, and is run by Dr. Brief, Bulma's father. The corporation is based around, and takes its name from, the Hoi-Poi Capsules (also known as DynoCaps) invented by Dr. Brief himself. They are the leading and wealthiest Technology based company on Earth.

Greater Universe

Arcosian Empire

A family of mutant Arcosians rose up to overtake a large portion of the galaxy. Run by Tyrants like Chilled, Cold, and Frieza; the Arcosian Empire rules through fear and an iron fist.

Major Historical Events prior to DB

- The Chilled empire arrives on Planet Sadala and is driven off by a man later dubbed "The Legendary Super Saiyan" who disappears immedietly after defeating him.
- Many years later Cold goes to Planet Vegeta where he meets and enslaves the Saiyan Race.
- Cold orders the Saiyans to conquer planets for them accross the galaxy creating a deep seated fear and hatred to the Empire and Saiyans across the greater galaxy.
- Cold passes the throne to Lord Frieza who is ordered by Beerus to have the Saiyans gone before he wakes up next.
- Frieza hires a pirate company known as the Heaters
- Frieza uses the Saiyans for another 5 years before destroying the planet leaving only a small collection of Saiyans behind to serve him as Elites.

Daily Life

Planets in the Arcosian Empire have 1 of 3 purposes depending on the resources of the Planet itself.

Factory Planet

These planets are wastelands filled with precious metals and materials and are usually only populated by staff workers and a small unit of guards.

Residential

Residential Planets are filled with cityscapes and Empire technology. Have about 50% as many soldiers as citizens.

Military

These planets are used as bases in the galaxy and are filled only with soldiers and scientists. These planets also act as supply way stations for soldiers traveling the stars.

Saiyan History

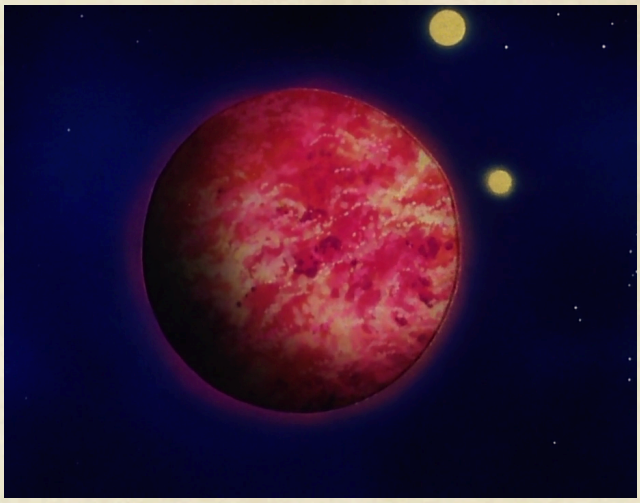
Sadala was the ancestral home of the Saiyans. Red skies and ground, the planet flourished with natural flora and fauna.

As the saiyan race evolved and idolized the barbaric image of the "legendary super saiyan" that had saved them all those years ago slowly developed from a weak primative race to the powerful warrior race they are today. They eventually deforested and devestated this planet and eventually left their planet to Planet Tuffle.

A long bloody war of conquest followed that lead to the eradication of the Tuffle species. The king at the time, King Vegeta the First, renamed the planet Planet Vegeta and used the Tuffle's advanced technology to survive until the arrival of King Cold.

The Saiyans were enslaved and used as planet conquering elites for many years until age 737 when it is destroyed on the orders of Beerus.

Below is Planet Vegeta.



Planet Namek and more
Coming Soon.